

\*----- ST REPORT ONLINE MAGAZINE -----\*  
"The Original 16/32bit Online Magazine"

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from  
STR Publishing Inc.  
"

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No.6.45

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\*\* F-NET NODE 350 \*\* 500mb Online \*\*  
STR'S owned & operated support BBS  
carries ALL issues of STReport Online Magazine  
and  
AN INTERNATIONAL LIST OF PRIVATE BBS SYSTEMS  
carrying STReport Online Magazine for their users enjoyment

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> 11/09/90: STReportâ € #6.45 The Original 16/32 bit Online Magazine!

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\* ATARI ELITE UG RECIEVES APOLOGY! \*  
\* ATARI'S NEW PRODUCTS! \*  
\* ATARI EMULATOR "MEDUSA" TO DEBUT IN USA! \*

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ST REPORT ONLINE MAGAZINEâ €  
The \_Number One\_ Online Magazine  
-\* FEATURING \*-  
"Accurate UP-TO-DATE News and Information"  
Current Events, Original Articles, Hot Tips, and Information  
Hardware - Software - Corporate - R & D - Imports

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STReport's support BBS, Node # 350 invites systems using or Forem ST and Turbo Board BBS to participate in the Fido/F-Net Mail Network. Or, call Node 350 direct at 904-786-4176, and enjoy the excitement of exchanging information relative to the Atari ST computer arena through an excellent International ST Mail Network. All registered F-NET - Crossnet SysOps are welcome to join the STReport Crossnet Conference. The Crossnet Conference Code is #34813, and the "Lead Node" is # 350. All systems are most

welcome to actively participate. Support Atari Computers; Join Today!

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AVAILABLE EXCLUSIVELY ON: GENIE ~ CIS ~ DELPHI ~ BIX ~ F-NET

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> The Editor's Podiumâ €

Ok, so its the weekend before Comdex, and "not a creature was stirring,".. er ah,....no wait! Wrong story, wrong time of the year! Is it really though? Aren't all of us waiting ever so patiently to discover what the NEW is going to be from Atari? Granted, Christmas it isn't but the anxiety for some of us is just as high. What with the "rumors" of the 16Mhz Mega STe with a nifty, built in hard disk and a VME port being housed in a TT look-a-like cabinet being just a few of the neat "revelations" coming our way from Comdex how can we not be excited?

Could it be the Bundle discount STe deal is still a viable entity? Will we see the bottom end of the line in the discount houses thus, ensuring and rapid growth rate in the userbase? Hope so. Maybe we will see that new neato 16bit fully dedicated game machine too. Along with the new monitors and SLM 605, Atari will have a very nice show going for itself at Comdex....

My little birdie has yet to fail me, elsewhere in this issue are SOME of the new products and their prices (list). Comdex will prove to be a very exciting show for Atari enthusiasts as it will reveal that Atari is alive and well.

Thanks for your support!!

Ralph.....

WATCH FOR OUR SPECIAL COMDEX CORRESPONDANT'S REPORT AND SUMMARY

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NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

FOR A LIMITED TIME ONLY

COMPUSERVE WILL PRESENT \$15.00 WORTH OF COMPLIMENTARY ONLINE TIME

to the Readers of;

STREPORT ONLINE MAGAZINEâ €

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"The Original 16/32bit Online Magazine"

NEW USERS; SIGN UP TODAY!

CALL: 1-800-848-8199 .. Ask for operator 198

You will receive your complimentary time  
and  
be online in no time at all!

WHAT'S NEW IN THE ATARI FORUMS (Nov. 9)

ADDITIONAL VENDORS JOIN ATARI VENDORS FORUM

Please join us in welcoming MAXWELL CPU to the Atari Vendors Forum (GO ATARIVEN). MAXWELL CPU will be occupying Message Section 6 and Library 6. You can address messages for MAXWELL to User ID number [75300,674]

The following files are now available in Library 6 of ATARIVEN:

MAXWEL.TXT - Maxwell CPU Company Overview

PROD.TXT - A catalog of products from MAXWELL CPU

We're also happy to welcome Double Click software to the Atari Vendors Forum. Double Click will be occupying Message Section 13 and Library 13 in ATARIVEN. You can write to them at User ID number 75300,577.

CALAMUS OUTLINE ART CONTEST WINNERS

ISD Marketing has uploaded CNTST.ARC to Library 17 of the Atari Vendors Forum (GO ATARIVEN). This file contains the four winning entries in the Calamus Outline Art contest and a fifth entry which earned Honorable mention.

NOVEMBER EDITION OF START ONLINE

Enter GO START to read over this month's edition of START ONLINE. New features include: Software Shelf, articles on MIDI and the ST, User Group Listing updates, new reviews, and more.

Lawrence Estep will be continually updating START ONLINE's User Group listings. Please send any updates and/or corrections to Lawrence at User ID number 71450,1050.

NEW PORTFOLIO MESSAGE SECTION AND LIBRARY

We've established Message Section 16 and Library 16 in the Atari Portfolio Forum (GO APORTFOLIO) for New Product Announcements relating to the Portfolio.

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

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> CPU REPORTâ €  
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Issue # 90  
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CPU MacNewsâ ¢
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> CPU STATUS REPORT
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Wireless LANs are very convenient for companies that currently don't have LAN cables installed, or sites where computer equipment is frequently moved. However, some industry analysts estimate that the market for

wireless LANs won't become feasible for several years....

- Armonk, NY

IBM ANNOUNCES NEW OS/2, XGA GRAPHICS STANDARD

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In a series of announcements, IBM has introduced two products that could quickly establish dominant standards in the microcomputer industry. It is now shipping OS/2 Version 1.3, which requires only 2 Megs of RAM to run 2-3 OS/2 applications. OS/2 1.3's performance is similar to that of Microsoft Windows 3.0, and IBM is using it to revitalize OS/2's popularity. Many systems now running Windows 3.0 should be able to run OS/2 1.3, and IBM is marketing this version of OS/2 as an alternative to Microsoft's graphical environment.

IBM has also announced the XGA Graphics Standard. Part of its PS/2 Model 95 line of high-end 33 MHZ 80486-based systems, the Extended Graphics Array (XGA) standard has a 1024\*768 resolution and can simultaneously display 256 colors out of a 16 million color palette. The XGA Graphics Adapter also acts as a graphics processor, handling screen displays without the help of the Model 95's 80486 chip. The XGA Adapter is fully compatible with IBM's CGA, EGA, and VGA graphics standards, but is 50-90 percent faster than VGA when running DOS/Windows applications....

- Houston, TX

NEC, TI PREPARING TO INTRO 16-MEGABIT DRAM CHIPS

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NEC and Texas Instruments have announced significant progress in their efforts to ship the first 16-megabit memory chips. NEC is now building a 40,000 square meter plant that will be able to produce over four million DRAM chips per month. When completed in 1992, it will make both 4-Megabit and 16-megabit DRAM chips. NEC has also announced the development of chip fabrication technology that will allow 64-Megabit DRAM chips (for 64 Megs of RAM per chipset) to be introduced in the mid-1990s.

Texas Instruments has begun sampling two versions of its prototype 16-Megabit DRAM chips, and expects to begin low-volume shipments of these chips in late 1991. However, TI is only now beginning to mass produce 4-Megabit DRAM chips, while Japanese companies have been selling these memory chips for several months. In 1990, the market for DRAM memory chips was worth over \$6.6 billion dollars, and Dataquest (a major market research firm) estimates that it will grow to over \$18 billion by 1994....

- Armonk, NY

RODIME SEEKS ROYALTIES FROM 3.5-INCH HARD DISK MAKERS

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IBM has recently settled a patent-infringement suit with Rodime over US patents on 3.5-inch hard disk drives. In this agreement, IBM will pay an undisclosed sum to Rodime, and both companies will cross-license each other's patents. IBM also acknowledged that Rodime's patents, which cover a widely-used aspect of 3.5-inch hard disk technology, were valid.

IBM's settlement will greatly help Rodime, who is now involved in a patent-infringement lawsuit with Conner Peripherals (another major hard disk drive manufacturer). Rodime is preparing to use the IBM settlement to enforce its patents (and get large patent royalties) from several other companies that make 3.5-inch hard disk drives....

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> ATARI ELITE GETS APOLOGY! STR FOCUSâ € "A SINCERE APOLOGY"  
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"SOFTWARE THEFT IS A VERY SERIOUS ISSUE AMONG DEVELOPERS"  
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November 5, 1990 Urbana, IL

In April of 1990, an AtariFest was held in Pittsburgh, PA. Following this show, there were numerous reports in the press regarding piracy as allegedly exhibited by showgoers. Accusations of software piracy were lodged at a Pittsburgh user group, the Atari Elite. A discussion of this issue emerged in the ST RT bulletin board area on GENie, and I was a participant in this discussion.

Readers of my posts in this regard may have been influenced to believe allegations regarding the Elite. I would, therefore, like to make it perfectly clear that I have absolutely no first - hand evidence to support any allegations of piracy on the part of this group or its membership. I am not acquainted with any member, have never attended its meetings, and did not attend the Pittsburgh show. I am very sorry if my unsubstantiated remarks have resulted in unwarranted discomfort or embarrassment or any other kind of negative outcome for anyone associated with the Atari Elite.

The discussion on GENie was heated and emotional because software theft is a very serious issue among developers. On the very weekend of the Pittsburgh show, an online magazine published an article I wrote about this issue and how it affects the development of new software for the Atari ST and, consequently, reduces the value of the hardware investment of each and every ST user. Software theft is not the only serious issue faced by Atari and its users and developers, but it is nevertheless a significant threat to the future of the ST. The Independent Association of Atari Developers (IAAD), of which I am a member, considers this issue of such importance that one of its first acts has been the publication of an anti-piracy advertisement in several magazines. These magazines, in turn, have considered this issue of such importance that they have donated the space for this ad.

I would urge ST users to take this issue seriously, also, and to do something about it. You should beware of (and report!) bulletin boards

with "elite access" areas. Please discourage software sharing among your friends. I would urge users groups to take a clear public stand against software theft. Those who hold commercial libraries are urged to stop circulating commercial software; the very existence of a group commercial lending library is an invitation to software theft and gives the appearance of condoning or even promoting piracy, even when that group consists only of the most honorable individuals.

One of the main themes of the post-show discussion in the GENie bulletin board was the apparent social acceptability of software theft. If any positive outcome is to emerge from the Pittsburgh show, let it be a universal condemnation of pirate activities. The Atari ST and \_all\_ its users will be better off for it.

Sincerely, D.A. Brumleve

Copyright 1990 by D.A. Brumleve

Permission to reprint without amendment or abridgement is hereby granted.

Note:

In witnessing a courageous effort such as Dorothy Brumleve has exhibited in her apology to the Atari Elite Usergroup. It is indeed refreshing and absolutely reassuring to find that there is still a sense of fair play in our Atari community. Hats off to Dorothy for "doing the right thing!" Ed.

Atari Elite's J. Karlovich, expressed that he felt it quite appropriate to offer, "sincere thanks and congratulations to Dorothy for having undertaken such a responsible and courageous task," he said. "She has won our admiration and co-operation, of this there is no doubt. "There is no shame in speaking the truth," Karlovich said.

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:HOW TO GET YOUR OWN GENIE ACCOUNT:

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To sign up for GENie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).  
Wait for the U# prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

\*\*\*\* SIGN UP FEE WAIVED \*\*\*\*

The system will now prompt you for your information.

-> NOW! GENIE STAR SERVICE IS IN EFFECT!! <-

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> WP 4.1 NEW!!!STR InfoFileâ ¢  
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NOV 1, 1990 RELEASE INFO!

WORDPERFECT 4.1 FOR THE ATARI ST  
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(Nov 1, 1990 Release)

1. Support for the large screen monitors has been added. It has been tested on a Moniterm 1280x960 monochrome monitor and an Image Systems (ISAC Board) 1024x768 16 Color Board with a multisync color monitor. Any incompatibilities should be reported to our customer support dept.
2. Some RamDisk Software and other Desk Accessories would cause only the Directories to be seen in "List Files". This incompatibility has been remedied.
3. Better FSEL support has been added to correct display problems caused by using the System File Selector option.
4. The complete document path and name is now display in the window title bar.
5. The window positions and sizes are automatically saved when you exit WordPerfect. If this option is not desired then leave the window the full size and no change will be noticed. It is advised to reduce your window size on a large screen monitor to reduce the time it takes to update the screen.
6. If you are using a single floppy system and you should not use the drive B: option, due to a flaw in the System File Selector (FSEL), switching to disk B will confuse the system and possibly garbage your disk. Most third party file selectors don't seem to have this problem.
7. The LOOK option in List Files has been changed to use a window to be compatible to the large screen monitors.
8. Options that use a dialog at the bottom of the screen with the window resized now behave better when using the mouse.
9. Support for retrieving and saving IBM WordPerfect 4.2 files and IBM text files has been added to the menubar as "Import/Export" under "File" and the "Text In/Out" option (C-F5).

Print/Font Disks  
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Instead of just a Print disk and a Font disk, there are now 4 Print/Font disks with the printer defintions and font definitions on the same disk.



This should make printing a little easier with not as much disk swapping for single drive users. We have broken them down as follows:

- Print/Font Disk 1
  - Dot Matrix, Daisy Wheel, Ink Jet Printers
- Print/Font Disk 2
  - Laser Printers
- Print/Font Disk 3
  - Postscript Printers
- Print/Font Disk 4
  - Limited Support Printers

All of the utility programs (PRINTER.PRG, SPELLER.PRG, etc.) now work properly with the large screen monitors.

ATARI WORD PERFECT  
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MAINTENANCE UPDATE

WordPerfect 4.1 for the Atari will begin shipping on November 5th.

#### ORDERING INFORMATION

Registered WordPerfect Atari users may obtain the maintenance update for \$15.00 (U.S funds) plus a \$3.00 shipping charge (Canadian shipping starts at \$10.00) by calling:

(800) 222-9409 in the U.S.

(800) 446-4652 in Canada

or

by writing to:

WordPerfect Corporation Atari Products Division  
P.O. Box 731 Orem, UT 84059-0731

Be sure to include a check or money order, your WordPerfect Registration number, and your preference of Print disk(s).

The additional print disks are available for \$10 each, or for an additional \$2.50 each, if ordered with the maintenance update. Registered WordPerfect Atari users can receive technical support by calling:

(800) 321-3271 or (801) 226-8660.

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> FIREFIGHT!! STR InfoFileâ ¢ OPERATION: FIREFIGHT-FALCON MISSION DISK II  
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## FALCON MISSION DISK II INTRODUCED FOR AMIGA & ATARI ST

Spectrum Holobyte ships OPERATION: FIREFIGHT

To enhance the award-winning FALCON F-16 fighter simulation

Category: Flight Simulation  
Suggested Retail Price: \$29.95

ALAMEDA, CALIFORNIA, September 28,1990-Spectrum HoloByte today announced the release of OPERATION: FIREFIGHT, the FALCON MISSION DISK II, for Commodore Amiga and Atari ST computers. Like its predecessor, OPERATION: COUNTERSTRIKE , the program works with the company's award-winning F-16 fighter simulation, FALCON, expanding it to a full campaign with non-stop action.

Twelve brand new missions comprise the game's overall campaign and present the player with all new challenges, strategy and adventure. The missions are designed for successive play with the overall objective to defend the player's home territory against ongoing land and air invasion and to gain numerical superiority of tanks over the enemy.

The original Mission Disk is an offensive attack on the enemy's battlefield with primarily air to ground combat. In contrast, the enemy in Mission Disk II invades the player's territory and ignites fierce air-to-air fighting. Both programs present different challenges and combat situations and add new dimensions to the popular FALCON fighter simulation.

A deadlier breed of air combat enemy confronts the pilot in OPERATION: FIREFIGHT. Enemy forces include three types of air opposition- MiG-21 Fishbed, MiG-27 Flogger, and Mi-24 Hind helicopter-and the ever-menacing T-80 tanks. Players will find the new Hind helicopter quick, elusive and challenging one-on-one. For even greater competition, selecting the "Extra Aircraft" option will prompt the enemy to send out a second set of aircraft for the pilot to contend with.

While defending the Headquarters sector and his plane against assault from threatening MiGs and Hind helicopters, the fighter pilot is asked to fly missions to destroy the enemy's pontoon bridges, vital supply lines and T-80 tanks. Timing and strategy are essential as each mission mounts an increased challenge. For example, as enemy planes approach Headquarters, the pilot can concentrate on fending them off, knowing that no hostile tanks can enter the territory because the pontoon bridge was destroyed in a previous mission.

The player's F-16 is loaded with today's state-of-the-art weapon systems. Two new missiles have been added: the AMRAAM (Advanced Medium Range Air-to-Air Missile) for long range attacks and the HARM (High-Speed Anti-Radiation Missile) for accuracy and power against SAM sites. Another effective defense is the ASPJ (Advanced Self-Protection Jammer) which emits signals that jam the enemy's radar.

Just as in the original FALCON, every enemy target destroyed contributes toward success, but points are awarded for destroying specific targets depending on which mission has been selected. Five levels of difficulty, designated by rank from 1st Lieutenant through Colonel, are the same as in the original FALCON. Also retained is the awards system.

Pilots who display sufficient merit may be decorated with one of five medals from the Purple Heart to the Medal of Honor. The Medal of Honor is awarded only for achieving numerical superiority of tanks while flying at Major rank or higher (top three levels).

The original FALCON has won numerous awards, including three awards from the Software Publishers Association- Best Simulation, Best Action, Strategy Game, and Best Technical Achievement.

OPERATION: FIREFIGHT, for the Atari ST and the Commodore Amiga are available through regular retail channels. Each version has a suggested retail price of \$29.95. The original FALCON program is required to run the new programs. 512K RAM is needed for basic features and one megabyte Ram for enhanced sound and graphics.

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> CODEHEAD UTILITIES STR FOCUSâ €                      CodeHead Utilities Release 3  
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A question was asked about CodeHead Utilities in the CodeKeys topic. In searching this topic for message to which to refer, I realized that there is no information about the release #3 update. For complete information about the original Utilities package read message #1 in this topic. The following is a description of the release #3 update:

#### CodeHead Utilities Release 3

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In the third release of CodeHead Utilities, nearly all of the programs have been updated, most notably the CodeHead RAM Disk and CodeCopy.

#### Features of CodeHead RAM Disk 2.0:

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- o May be installed and removed from the desktop as many times as you like, while still maintaining its reset-proof security.
- o No double reset is required when installing.
- o Automatically re-installs itself on resets without having to run the program again.
- o Allows use of drive letters A-Z.
- o You can piggyback the RAM disk on top of an existing drive.

- o Automatically installs an entire drive full of folders and files in one quick operation.
- o Automatically sizes itself to fit a previous setup, eliminating wasted memory.
- o Runs AUTO programs and accessories from the RAM disk for lightning-fast bootups.
- o Reboots from RAM disk without reading hard disk or floppy drives. A real boon to floppy users.
- o Four preset floppy sizes allow you to create images of floppy disks.
- o Command line options allow you to completely configure all features from a command line.
- o Optimized read/write routines for fastest possible operation.
- o Uses the blitter, if available, for even faster speed yet.
- o Intelligent sizing of FAT table allows RAM disks greater than 2 MEG.

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CodeCopy 1.2 now has complete command line control, allows drives A-Z, aborts a command line with Alternate key, and a bell pitch of zero offers silence with no pause.

CapsLock now includes two versions, CapsLeft and CapsRight, allowing you to start from either side of the screen. Both versions are still swappable.

ArtGallery now accepts a command line so that you can install it as an application and simply (double) click on the picture you wish to view.

Auto Organizer, ZeroDisk, and Lens have had minor enhancements or bug fixes.

CodeHead Utilities includes the latest shareware versions of ArcShell, Desk Manager, Little Green Selector, and PinHead, although the price of CodeHead Utilities does not include any shareware payments for these programs.

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> SEURAT 2.0!! STR InfoFileâ ¢  
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Superb Grafix editor....

ANNOUNCING:

SEURAT VERSION 2.0 UPGRADES!

From;  
SKWare One PO Box 277  
Bunker Hill, IL 62014

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Now, the Best Bargain in Atari ST Graphics Programs just got Better!  
SEURAT Version 2.0 has added a host of new features, improvements,  
and image power to what was already a great deal!

---

YOU KNOW ALL THESE GOOD THINGS ABOUT SEURAT VERSION 2.0:

- \* Create and Edit Degas, MacPaint and GEM IMG files (any size!) Largest workspace onto IMG's of ANY program! (reqs. mono mon.) Now, you can use the full resources of SEURAT to create and edit images for your Desktop Publishing, using powerful raster tools and working in a familiar Paint Program environment! Enjoy the best of both worlds!
- \* THE FASTEST Multi-Ratio Zoom (2X to 8X) there is for the ST! SEURAT Vers. 2.0 is 121 times faster than V. 1.0 and TWICE as fast as Degas!
- \* System, Degas and GDOS fonts on-line for text (with no GDOS.PRG required!) You can Scale, Style, Color and Rotate Text!
- \* Automatic Smooth-Curve Spline Drawing Tools! Let your ST draw for you!
- \* EIGHT Image Buffers available on a 1-Meg ST!
- \* SlowMouse! Variable-Speed mouse makes Drawing Easier!
- \* Anti-Alias (and it's goof-proof)! Powerful Palette Editor with video-like color controls! Modify whole palettes with a single mouse stroke!
- \* Loads and Saves Compressed & Uncompressed Degas, MacPaint, and GEM IMG files; IFF (Degas) and GFA blocks; fill, brush and palette files.
- \* There's also 11 block shapers & twisters to modify image blocks (now full-screen, too); 92 color & mono fill patterns; 42 brushes including user-defined and multi-colored; 4 graphic write modes & 21 block & mask write modes; circle, ellipse & filled disc in free, repeat & concentric modes; round- & square-cornered rectangles & solids; rays; airbrush; clear-circle & clear-box; vertical, horizontal & free lines; polylines & polygons in line-edge or spline-curve; area & seed fill; user-set clipping ("invisible windows"); color remap; mirror; screen shift, flip, invert & rotate; fill editor; brush editor; line editor; gobs of great disk functions like Format and a Super File Directory; and a hundred or so other features there's no room to mention here... whew!
- \* INDISPENSIBLE for GEM IMG graphics for your Desktop Publishing! More

graphic tools and operations for creating and editing .IMG files than  
ANY OTHER PROGRAM (no matter how much it costs)!

- \* DON'T BE MISLED by SEURAT's low price! VERSION 2.0 is a POWER TOOL  
that out-performs the "big-name" programs!

-----  
BUT NOW...

THERE'S MORE GOOD NEWS!

DID YOU KNOW THAT...?

- 
- \* NEW! Now, SEURAT PRINTS TOO! With built-in Print Drivers for Epson-X-compatibles and HP DeskJet (LaserJet & HP-compatibles like the Epson EPL-6000). The DeskJet driver outputs at 75/150/300 dots-per-inch in BOTH Portrait and Landscape orientation, and it's positionable to the dot! You get DeskJet-quality printing from both the Color and Mono versions of SEURAT. Of course, the DeskJet output is great, but the SEURAT Epson-X driver at 108 dpi offers the best nine-pin output ever seen, superb print quality for a dot-matrix, using a completely new algorithm.
  - \* NEW! Not just Bit Maps, Either! Load low-resolution Color (.P?l files) DIRECTLY into the MONOCHROME program, converting them into GEM.IMG files with stretched-histogram dithers in 16 gray-scales. You can also perform this conversion to .IMG files in the COLOR program, print your color pictures, or save them as .IMG files! SEURAT re-scales lo-rez pix to correct for monitor aspect ratio, automatically reproducing the true proportion of color images. No more squashed conversions!
  - \* NEW! Bezier Curves! Flexible, repositionable controlled curves can produce a virtually infinite variety of natural-looking curved lines. Quick and easy-to-use, they really speed up your drawing!
  - \* NEW! Load MULTIPLE .IMG files! Now, SEURAT lets you to load ALL EIGHT Paint Screens with .IMG files of any size (if you have the memory!) Even on 1-Meg. ST, at least two big (1280x800) .IMG files can be edited simultaneously!
  - \* NEW! Improvements Everywhere! Circle drawing emulates object drawing programs: drawn circles follow the mouse before being pasted down; new key commands speed operations; and --- yes, I admit it: a few bugs got shaken out! Still, a way was found to make the color zoom about 15% faster, and 26,000 bytes were added to the color program code but the color program ended up only 1400 bytes bigger!
- 

Now, for a limited time, you can purchase

SEURAT VERSION 2.06

at a special, pre-mass-distribution price

ONLY \$35.00!

Two-disk set, with 34,000-word User's Manual on-disk;

includes BOTH Color AND Mono Programs

and 191 utility and application files!

(Requires 1-Meg ST with doublesided drive)

MasterCard/VISA accepted

SKWare One / P. O. Box 277 / Bunker Hill, Illinois 62014

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Also available: a self-collating two-sided printing routine for printing the 34,000-word User's Manual on the Hewlett-Packard DeskJet in draft mode. (You just print the LEFT.DOC, put the stack of paper back in without re-arranging it, print the RIGHT.DOC, and end up with a collated copy of the User's Manual printed on front and back sides, ready for binding. If you want a copy of the self-collating printer routine, just ask for the "DeskJet DOC PRINTER Disk" and include an additional \$3.00.

-----  
OK, Ok, you KNEW that price increase was coming someday! (Bought any gasoline lately?) But, you get THAT MUCH MORE for your money (not so with gasoline)!

AND, to all of you who had the wisdom to have already purchased SEURAT, your FREE upgrade to Version 2.06, will arrive within the next 30 days!

AND, all pending orders will receive the upgraded SEURAT Version 2.06! DON'T kick yourself because you didn't buy your copy of SEURAT sooner!

Buy SEURAT now, before STe-support and COLOR .IMG support are added, because ALL UPGRADES ARE FREE FOR SIX MONTHS FROM DATE OF PURCHASE!

SEURAT VERSION 2.06

GET YOUR COPY NOW!!

> Stock Market ~ STReportâ ¢  
=====

And the Band Marches On....

THE TICKERTAPE  
=====

by Michael Arthur

The price of Atari stock stayed the same on Monday and Tuesday. On Wednesday, the price of Atari stock went down 1/4 of a point, but went back up 1/4 of a point on Thursday. On Friday, the price of Atari stock stayed the same, finishing up the week at \$2.25 a share. On November 2, the price of Atari stock was at the same price that it was on October 26.

As of November 2, 1990, Jack Tramiel's 36 million shares of Atari stock are now worth approximately 81 Million dollars....

Apple Stock was down 1 3/8 points from Friday, October 19, 1990.

Commodore Stock was up 1/8 of a point from 10/19/90.

IBM Stock was down 1 point from 10/19/90.

Stock Report for Week of 10/22/90 to 10/26/90

STock Reprt	Monday		Tuesday		Wednesday		Thursday		Friday	
	Last	Chg.	Last	Chg.	Last	Chg.	Last	Chg.	Last	Chg.
Atari	2 1/4	----	2 1/4	----	2	-1/4	2 1/4	+ 1/4	2 1/4	----
									31,700 Sls	
CBM	6 1/2	+ 1/8	6 1/2	----	7 3/8	+7/8	6 7/8	- 1/2	6 3/4	- 1/8
									57,400 Sls	
Apple	29 7/8	-1/8	30 3/8	+1/2	30 3/4	+3/8	30 1/2	- 1/4	31 3/4	+1 1/4

30						1,326,900 Sls	
-----		-----		-----		-----	
IBM		106 - 5/8		106 3/8		105 3/8 - 1	
10658				+3/8			
						+1 7/8	
						1,790,300 Sls	
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'#' and 'Sls' refer to the # of stock shares that were traded that day.  
'CBM' refers to Commodore Corporation.

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> CODEHEAD CALLING..STR OnLineâ ¢                   Setting the record straight....  
=====

#### DOING THINGS A DIFFERENT WAY? =====

Frank Sommers Editor of Current Notes

We are writing to clarify some incorrect statements which were printed in your October 1990 issue regarding our software. The article in question is called "Doing Things A Different Way" and is a description of three of our software products by J. Andrzej Wrotniak. Although the overall tone of the column is positive, we must contest some of the misinformation that the article contains.

The first and most damaging error occurs when our program, MultiFile, is referred to as freeware. This is totally wrong. MultiFile is a file utility which is included in our CodeHead Utilities package, a commercial product.

This can be verified by simply opening the "More" box where it clearly states "Copyright 1989 CodeHead Software, Part of CodeHead Utilities". MultiFile has never been released as freeware or shareware and one can only guess as to how Mr. Wrotniak came to be mistaken about this.

The article goes on to explain two minor complaints about HotWire which are both unfounded. Mr. Wrotniak wishes that there were an icon to call the File Selector directly from HotWire's main screen (to access some alternately available disk functions). In fact, there are many ways to call the File Selector. The easiest way is by simply pressing F7 or clicking on the "running man" whereupon the File Selector will appear to let you choose a program to run. The File Selector can also be called by pressing F1, F2, by clicking on either the Load or Save icons, or by clicking on any blank entry in the HotWire menu. It's amazing that he didn't stumble on at least one of these methods.

Mr. Wrotniak next explains how selecting either the MaxiFile or the MultiDesk icon allows it to be run as a program if it is not currently installed as an accessory and that HotWire allows you to locate it if it



cannot be found in the default directory. But he complains that these locations are "not saved with the settings file". In fact, you can locate the programs in this manner or by using the appropriate selections in the "HotWire System Paths" box. Either way that you specify these paths, the locations ARE saved when you save the "Configuration Settings". The paths are saved directly into the HotWire program.

There is one other comment that we take exception to and that is "you will not find much (if any) use for [HotWire] on a floppy-based system". This is just not true. We have many users with floppy-only systems who love HotWire. In fact a floppy user may actually save more time than a hard drive user since he no longer must double-click on floppy drive icons and wait for a window to open up. He can simply insert the disk in the drive and hit a key to run the program...it couldn't be simpler.

As mentioned above, the overall message from the article is positive toward our software (even though Mr. Wrotniak shows his bias by repeatedly referring to competing products). But we feel we must refute statements which are (unknowingly) false. We are quite able to accept just criticism of our software and often take advantage of these suggestions to improve upon it.

However, it is very frustrating to read complaints about a lack of features which we have actually taken the time and effort to implement.

John Eidsvoog  
Charles F. Johnson  
CodeHead Software

---

> The Flip Side STR Featureâ € "...from a different viewpoint."  
=====

A LITTLE OF THIS, A LITTLE OF THAT  
=====

by Michael Lee

There's been a lot of exciting new things happening in the ST market recently and with Comdex just around the corner, I think we're going to see even more. This could really be the Year of Atari...

-----

From Nevin Shalit on Genie:

...YOWZA! I just discovered CodeKeys!...You see folks, I was supposed to

be a beta tester of this product, but I was very busy and never really got around to testing...today I decided to check out the last beta version I received to try to automate my program, Tracker/ST. All I can say is WOW! I made one macro which automatically prints a QuickLetter, turns off the LaserBrain emulator, prints a single label to a dot matrix printer (for mailing) and changes the recipient's version number from 2 to 2.03! CodeKeys is GREAT for this kind of thing.

...I think I am going to add a plug for this program in my Tracker newsletter...This way users can switch from Rolodex cards to 3x labels, etc, with one key press instead of a bunch of mouse clicks and typing... Way to go. Now I have to call Joppa to order the real copy...

-----

Have you wondered why the new TT won't be coming with a 1.44 meg drive?

From Bob Brodie (Atari) on Genie:

...We built the support in for the 1.44 Meg drive, but the disk controller won't handle the speed of the bus. The WDC 1772 doesn't come in a 16Mhz or higher speed chip. We're looking into another controller, that is compatible with WDC 1772 specs, but faster.

-----

Here's some new stuff that is coming for the SuperCharger, probably one of the premier PC emulators available for the ST....

From Michael P. Odegard (Technical Assistant Talon Technology) on Genie.

...There will be a 286 upgrade board for the SuperCharger. This should be available Dec-Jan. Price is NOT set yet.

...The 80286 upgrade will be a daughter board that replaces your V30 processor chip on the SC motherboard. This will keep the cost down on the upgrade, but still leave enough room for the VGA card...The VGA card will have its own port to connect to the monitor. (You cannot connect through the ST port!).

...The 80286 board will probably have a socket for the 80287 math coprocessor, because it doesn't look like the 8087 will work properly with the 80286.

...Talon is considering adding a small speaker to the 286 board, so at least the SuperCharger will have the 'standard' ibm sound.

...if you have an Atari Monochrome monitor (or a multisync), the SuperCharger's monochrome mode is True hercules (720x350). Since the Atari monochrome is only 640x400, the other 80 pixels are shiftable, from the right side, off the screen, to the left side, off the screen. You simply press '/' from the numeric keypad to flip left and right side to be hidden.

...You may buy or make a db9 switch box to switch between the ST and IBM...

-----

Question from P.Gulch on Genie:

...I have recently purchased a Stacy model 1124 with 1 meg ram and a 20 meg hard drive...when I boot the system up from the hard drive, the light indicating activity for the floppy drive (drive A in my case since I only have 1 floppy drive) stays lit until I put a disk in it. Now if I don't need to put a floppy in it, the light stays on all the time...Any input here would be greatly appreciated?

...Also, what is the resolution of the Stacy screen? Is it equivalent to medium resolution on an SC1224? Can or should the back dust cover over the ports be removed completely or do you have to always fold it under where it seems to be quite unstable?

Answer from Jim Tittsler (Atari) from Genie:

...It is normal for the floppy disk light to stay on until 6 revolutions after a disk is inserted on all STs/STacys/TTs.

...The Stacy LCD resolution is 640x400, the same as the ST's monochrome resolution.

...The dust cover can be removed from the back of the Stacy, but I find it useful to slightly tilt the machine toward me.

Answer from John Townsend (Atari) on Genie:

...You should boot with a disk in the drive. This will stop the drive from spinning. This is a normal occurrence with all ST/MEGA/STE/TT computers, Stacy included.

...The resolution of the Stacy screen is the same as a High Resolution ST Monitor: 640x400. It is higher than Medium Resolution (640x200).

...I would recommend leaving the dust covers intact. They help to protect the various Stacy ports during transport.

-----

Question from Alan Hamilton on Genie:

...A week or so ago while I was using the drive it made a thunk sound and <Sense \$14> appeared on the screen. It hasn't recurred. What does a code of \$14 signify?

...If my drive is idle for a long period of time, it will do a seek, or at least it sounds like that. Is this normal?

Answer from Tom (ICD) on Genie:

...Most embedded SCSI drives do a head reposition every 5 or 10 minutes to retension the stepper bands.

...I think a \$14 is a timeout or something. I would guess the drive went off into lala land for a few seconds.

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Until next week....

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> ONLINE TODAY STREPORT ONLINEâ ¢  
=====

The wires are hummin'!

POKIN' AROUND ON COMPUSERVE  
=====

by Oscar Steele

There's a lot of interesting material in the message bases. I encourage you to follow up on the messages and even enter into discussion with questions that you have. It's a great way to meet new people and whatever you'd like to know there are many knowledgeable people on CompuServe. Let's take at some recent message topics:

DUNGEON MASTER... ALBUM?

Just in case you missed it, you can pick up Dungeon Master: The Album. It's a compact disk filled with music inspired by the game. Users have labeled the music as similar to Tangerine Dream. Games inspiring music, interesting concept...

NONSTOP FLOP

There's a great discussion of the ins and outs of floppy disk drives. It deals with a problem Peter Joseph had with reading/writing to an internal disk drive without a disk. The comments cover various topics of floppy drive operation, such as whether it is or isn't safe to insert a disk when the drive is spinning, etc. If you're interested in floppy drives take a look.

Thread begins with #37864 S1/Forum Business

GOOD COMDEX?

From all indicators, it seems that there will be some sort of turn around by Atari at Comdex, whether it be attitude, sales, or whatever. Bob Brodie said, "Re the TT... they are being shipped in just a few weeks." Sounds good to me. And when Bob Brodie spends a day "beating up" TT units for Comdex, you know he ain't foolin' around! Also, according to Bob, the TT's VME bus already has a German card cage available for it. It allows users to connect more and larger VME cards. It supports 4, 8, or 20 VME cards.

Inside scoop from Bob: messages #38611 and 38614 in S6/Hardware specific

#### INTERSECT RESURRECTED?

Contrary to some people's thoughts that Intersect has bought the farm, Jeff of Intersect is fairly active on CIS. Recently he mentioned that there will be a TT version of Revolver that "will be 1/3 the size and... much more reliable".

For more info see: message #38524 in S6/Hardware specific

#### WHAT EVER HAPPENED TO...

Frank Cohen? A CIS user was recently trying to get in touch with Mr. Cohen, who formerly operated Regent Software. According to Ron Luks he's, "now working for Peter Norton as manager of MAC utilities." Now we know where all of those former ST developers are heading, eh?

For more info see: message #23893 in S17/Community Square

#### 8-BIT CONVERSION

Ballblazer, a major hit on the 8-bit Atari computers, is being resurrected by Rainbow Arts, a German software manufacturer, and Lucasfilm. The 8-bit version extended programming limits to the maximum by offering graphics and fluid movement that were something to write home about. The ST version, tentatively titled Master Blazer, is said to allow up to eight players to participate (most likely a mixture of human and or computer). If as Harjinder Nagra expects, MIDI ports are used, it will be the second game that does so (the first being MIDI Maze). It could very well be the replacement for MIDI Maze at many ST shows in the future.

For more info see: Message #23634 in S2/Games

#### ATARI DOES GOOD

Press releases are an interesting breed of mail. I've read through many; some were boring, some were stupid, and some just plain were. The one that I received a few days ago could be neatly placed into one of those categories. Had it not been for something special about it, I would have read it, muttered "That's nice", and dropped it in the can.

Hmm... that special something. This press release could have said, "Caution: Dogs may have fleas", and I still would have been impressed. You see, it was an ATARI PRESS RELEASE. I have not seen one of these beauties since April 1990, which is when a slew of generic "This is a Lynx", "This is a Stacy" press releases were sent out.

The fact that Garry Kasparov uses a Mega 2 for chess training might be worth mentioning, but I have a feeling that the press release was sent out to get people in the mood for Comdex and many revelations. I, and almost every ST user, have had doubts about Atari's intentions in the North American marketplace. But I think that Atari knows that we know... if they don't do something now, it'll just be too late, plain and simple.

I'm tellin' ya, this is a sign. Comdex is coming, Comdex is coming!

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> STReport CONFIDENTIALâ €  
=====

"BLOCKBUSTER ATARI NEWS FIRST!"

London, UK  
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ATARI UK STAGES "FESTIVAL OF COMPUTING EXPERTISE"

Atari's recent computer exhibition on a train, ie; visiting key cities throughout the UK attracted approximately 21,000 visitors. The unique whirlwind tour was a great success, according to Peter Staddon, Atari UK's sales & marketing manager. "We were surprised and gratified by the extraordinary response to the pledge we've made this year to reach out and meet our all our users, new and old alike. The tour more than doubled the estimated attendance figures, which really pleased our third party developers who were also exhibiting on the train."

The enormously successful "WHISTLE STOP TOUR" was heralded as a "FESTIVAL OF COMPUTING EXPERTISE." The entire show was a free visitor attraction fully paid for and supported by Atari. Special displays were built into six train cars which visited Bristol, Leeds, Manchester, Newcastle, Glasgow and Birmingham, during the Fall school recess.

The success of the whistle stop tour could possibly be a savior for Atari UK computer users. While other computer manufacturers are cutting back on their promotional budgets in the face of a possible recession, Atari UK is actually increasing its budget for promotional efforts aimed at the coming year.

- San Francisco, CA  
-----

MICRO LEAGUE BASEBALL UPDATES FOR ST > NEVER!

Seems, we've lost another vendor. In a recent mailout from Micro League Sports (makers of Micro League Baseball) relating to their new offering, Micro League Football. When called to place an order, they will inform you that it was available ONLY for IBM, Commodore, Amiga, and Mac. When inquireies were made concerning the ST, they (Micro League) replied; "It will never be available for the ST". 'Tis a shame for this type of software for the Atari is really quite popular. If you would care to help, send off a letter to Neil Schwartz requesting that the support for the ST is a good idea that can be profitable.  
The address is:

Neil Schwartz

2201 Drummond Plaza  
Bld 2 Suite 2  
Newark DE 19711

- Washington, DC  
-----

SOFTWARE RENTALS "FOR PROFIT" TO BE ILLEGAL

The Software Publishers Association's General Counsel, Mary Jane Saunders, relates that the fruits of a five year effort are finally to be enjoyed in the USA. The passage of a bill, sponsored in the House by Mike Synar (D-Ok.) and Carlos J. Moorhead (R-Calif.) and in the Senate by Orrin G. Hatch (R-Utah.) and Dennis DeConcini (D-Ariz.), makes software rental (OTHER THAN NON-PROFIT LIBRARY LOANS) programs illegal.

The "SOFTWARE RENTAL BILL" was finally passed and now awaits an anxiously expected presidential signature. Once signed, the bill will go into effect immediately thus, making it illegal for companies to rent software. The bill, which was attached to a judicial appointment bill, makes such rentals a copyright violation. Although at this time, the practice of software rentals for profit is not a large problem in the U.S., the passage of this bill is viewed by many as a strong preemptive measure against what was becoming a popular marketing trend.

- Orlando, FL  
-----

MEDUSA FOR THE AMIGA IS COMING!

A German company has a hardware/software combination called "Medusa" for the Amiga which plugs into the parallel port and accepts Atari ST ROMs; similar to the way the Spectre and A-Max devices operate. Emulation is at about 95%, including copy protected games (the Amiga disk drives can read/write Atari disks) and speed is reported to vary from 85% to 150% of an 8 MHz 1040ST, depending on the application.

The company was scheduled to show this product at the recently past World of Amiga in Chicago (or was it AmiExpo in Anaheim? Both shows were on the exact same weekend...) but was "advised" by Atari representatives that they would have their pants sued off if the "Medusa" was sold, displayed or discussed formally in the U.S. Needless to say, they withdrew from exhibition at the Amiga show immediately, but vowed to ship in the U.S., claiming that the "Medusa" was perfectly legal, and used the same technology and design that allows both the ST and the Amiga to so successfully emulate the Macintosh. The product is currently available in limited quantities in Europe and the company is looking for a U.S. distributor. Look for a release of "Medusa" for the Amiga near December 1990, amid much posturing and threatening from both Atari and the German manufacturers of the emulator.

- New York City, NY  
-----

THE IBM PS/1 - A CLOSER LOOK!

Stop by a local Sears today and see this thing for yourself. The display for the PS/1 is awesome they, (IBM), cut no corners in presenting this device to the buying public. For an extremely mediocre piece of hardware, the display/marketing is Excellent. Easily, most inexperienced computer users will walk away impressed. There is no doubt, the experienced computer users who look this device over will marvel at just what the unknowing public are presented to buy. The machine is an entry level device, but because of the hype and slick promotion, they are going to sell huge quantities of them to John Q Public.

They have a very nice digitized color VGA demo on screen., it's an eye catcher. They have huge posters displaying the MANY options. And after each one, the prospective buyer is told: "Installs in minutes! NO TOOLS NECESSARY SLIDES IN (or snaps on or plugs in)". Options like expansion box with 3 more slots, hard drives, 3.5 drives, 5.25 drives, memory etc etc all pop on/off in seconds. That's tremendous benefit that takes much of the 'fright' out of 1st time buyers. Advertising and Promotion coupled with slick marketing gimmicks and wala! Big Sales!

- Tokyo, Japan  
-----

#### TOSHIBA UNVEILS SPARC-BASED LAPTOP!

A "laptop" machine typically weighs 5 to 10 pounds, but that narrow range apparently is too tight for Toshiba. It refers to its SPARC LT, AS1000/L10, as a laptop engineering workstation, despite its weight of nearly 18 pounds.

The product results from May 1989 agreement giving Toshiba rights to develop and manufacture computers based on Sun Microsystems' SPARC architecture and the SunOS operating system; it incorporates a processor rated at 13.2 MIPS. Toshiba expects the computer to be used in CAD/CAM, desktop publishing systems and in software engineering.

Other than this misleading market positioning (Apple wisely refrained from calling its 15 pound MacPortable a laptop), the machine, itself, appears to be a technical tour de force. The SPARC LT comes with 8- to 40 Mbytes of RAM, 180 Mbyte disk storage, monochrome 12" LCD display with 1152x900 resolution and a 3.5" floppy disk drive.

Marketing has already begun in Japan; shipping will start in mid-July. Price: 1.98 million yen (roughly equivalent to \$13,000 at current exchange rates). Marketing outside Japan is still to be determined. Contact at 1-1-1, Shibaura, Minato-ku, Tokyo 105, Japan; (03-457-2104).

- Fairfax, Ca  
-----

#### ATARI FRANCE & AUSTRIA VISIT LEXICOR!

Mr. Eric Cabedoce Directeur Technique Representing ATARI FRANCE and Alister Campion Technical Director Representing ATARI AUSTRIA met with top officials of LEXICOR Software at the Fairfax Headquarters to review the new Phase-4 Software series, for consideration as Officially recommended software in their representative countries.

Both ATARI Directors were treated to the full dog and pony show at



Lexicor. They first saw the foundation programs then were treated to the first viewing of the 68030 256 Color display programs under the production TOS ROMS for the TT release in the USA. They watched the 700K animations being loaded and displayed in LEXICOR'S new and powerful .FLM file formats, at a blinding (1.2seconds). They then watched the very first display of High-Res animation previews specifically for the ATARI computer, in both 2d and 3d formats singly and in combined demonstrations. Using LEXICOR'S exclusive Device independant programming.

During the demonstrations Alistair commented that he had never expected that the programs would be as powerful as they obviously were. Also, Lexicor made a point of noting that all the promised technology was present. And that in six months, it should be the single most stunning and powerful graphics programming system and combination released for the ATARI.

Both ATARI Directors return to their respective countries with product demonstrations and LEXICOR'S new and incredibly fast .FLM format utilities, 35mm screen shots, and preliminary marketing commitments for the international ATARI markets.

Initial distribution negotiations were opened and the availability of 24 bit color hardware for the ST and TT were also covered in the days proceedings. The day was capped off with a sneak preview of LEXICOR'S Photoreal paint show in GIF and .PNT file formats, followed by a delightful oriental feast.

- Toronto, Canada  
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ATARI CANADA SHIPS 12 TT030 UNITS

The TT030 computeras are in Canada now. Atari Canada had 12 of them yesterday. They scattered them to their pet dealers across the cold, Candian country. Only 12 folks, but at least its a start and the flow has begun. This is not to indicate that the supply side of the TT030 units is sparse, it means that Atari is attempting to make sure that those dealers who have the expertise and where-with-all will have the units to Demo for all to see and "believe in Canada.

- Los Angeles, CA  
-----

SNEAK PREVIEW OF NEW OFFERING'S PRICES!

My my.... my little birdie hasn't failed me yet! check out these delightful prices and options! Atari is on the move again!

ITEM	LIST PRICE
TT Monitor PPC 1426.....	\$ 549.95
TTM 19" Monitor.....	\$ 999.95
SLM 605.....	\$1295.95
TT030-2mb ram/50mb HD.....	\$2995.95
TT030-4mb ram/50mb HD.....	\$3495.95
TT030-8mb ram/80mb HD.....	\$4299.95

The NEW STe offerings...

2mb with 50mb Hard Drive.....\$1799.95  
4mb with 80mb Hard Drive.....\$1999.95

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> STE & GAMES STR Feature                    "...you can't believe all you read"  
=====

ANOTHER LOOK AT THE STE AND GAME UPDATE  
=====

by Jim Keho    PHAST

After reading STReport #644 11/2/90 issue. I first was sort of surprised at the rather long list from ST Action mag. of the games that don't work on the STE. But you know you can't believe everything you read, right? If these were tested on a 520STE that's probably why. Because at least three of the games DO work on my 1040STE (1meg), they are: Carrier Command, Operation Wolf, and Paperboy. It must be the memory and I wouldn't doubt if there's more on the list that really DO work with an STE w/1meg! Just like with the ST, there's some games that need more than 512k!

I agree that most games that don't work with TOS1.60 also don't work with TOS1.4 with the exception of Populous which does work with 1.4, there may be more too. There are also games (that I do have) that were on the list that don't work (I won't re-list them to save space). Here's a few that are not on the list that don't work with my STE/TOS1.6: Gold of the Realm, MathTalk, World Games, and the STOS Basic language (maybe they'll come out with a patch for STOS like for TOS1.4? hint hint) One reason I first hesitated in buying an STE was ALL I heard was most software won't run, hard drives won't work!, etc.

I'm sure you've all heard this. About the worst I heard was "1/3 of the software doesn't run on the STE" and "half of them won't work with a hard drive". Boy, things can sure get blown out proportion! I'd just like to say (for all those out there that are hesitant) that it's not that bad! The best guess I've heard is about 98 percent of the software already out there work's on the STE. I think that's pretty accurate. And for the new extras the STE has, I think I can give up a few of those older games I never really played anyway, and get the newer and better stuff on the way that won't work on the ST with the features of the STE anyway.

I know it'll take time for STE featured (ie:stereo,colors,etc.) software to arrive, there's already some out there! Remember there wasn't a whole lot of stuff out there for the ST back in 1985 when the ST first came. And not really being much of a game player anyway, I'm just glad all the utilities I used work fine on the STE, and I haven't heard of any utilities that don't. Also I'm using one of the "old" Atari SH204 hard drives with NO problem! I guess there was some DMA problems with some (few) of the first released STE's, but from what I've heard all STE's

shipping now are cured of the pesky DMA problem.

So, in closing, I'd like to say Thanks Atari for keeping the STe at least 98 percent compatible! And if you're thinking of an STE for this Christmas, DO it! Don't hesitate! I think you'll like it!! And if there's any other STE'ers out there with more software that does/doesn't work, or any STE info, It'd sure be interesting to hear about it!

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